

I. AMENDMENT TO THE SPECIFICATION

1. Please amend the new paragraph inserted in the specification after the paragraph ending at column 7, line 39 as follows:

It should be noted that the aforesaid description of an algorithm to assign color codes to playing positions (as shown in **FIGS. 21 & 22**) is provided only as an example, and is not intended to limit the invention herein. As would be obvious to a person skilled in the art, there is almost unlimited number of ways to assign the generated color codes to playing positions. [For example, such assignment could be based on a fixed relationship between generated color codes and playing positions.] It should also be noted that a solution to a game, wherein the objective of the game is to provide the same color or image at all playing positions, is independent of how color codes or display codes are assigned to playing positions.

2. Please amend the two new paragraphs in the specification inserted after the paragraph ending at column 10, line 40, as follows:

It should be noted that while the above description of the operation of the preferred embodiment employs bi-stable switches to control the routing squares, a routing square could be activated by a keypad switch [, i.e., momentary switch,] to toggle it between its two states indicated in **FIGS. 2a & 2b**. [In such a case, the states of a routing square, rather than the states of the bi-stable switch, are used to provide the various functions described for the preferred embodiment] It should also be noted that because a switch is an external device to a microprocessor that controls the operation of the device, and because a routing square is an internal element in the software that executes on the microprocessor, and since the states of a routing square reflect the activation of its associated external switch, it follows that the states of a routing square, rather than the states of an associated switch, are used to provide the various functions described for the preferred embodiment.

Further, it should [It should also] be noted that the number of colors or images playable by a device is a design choice. [The color codes in the 4x4 embodiment could be assigned to any pre-defined number of visual indications, i.e., to any pre-defined images or colors, including the color reflected from the surface of a display when it is dark. For the 4x4 embodiment, a person with ordinary skills in the art could employ such assignment to operate the device with 2, 3, 4, or 5 colors or images. Similarly, for the 8x8 embodiment, the number of colors or images could be 2 to 9.] A game designer can vary the number of colors playable by a device by making each of the color codes to correspond to either each of a plurality of predetermined colors or to a dark indication. Similarly, a game designer can vary the number of images playable by a device by making each of the display codes to correspond to either each of a plurality of predetermined images or to a blank display.